

**Appn No. Unknown**  
**Amdt date December 11, 2003**

**Amendments to the Claims:**

This listing of claims will replace all prior versions, and listings, of claims in the application:

**Listing of Claims:**

Claim 1. (Currently Amended) A method performed by a computer of performing multi-player game play over the Internet comprising:

receiving a selection of a game for play, the selection being performed by a user;

receiving a predefined list of user names provided by the user;

querying a presence server for the on line status of users on the predefined list of user names available opponents in response to receipt of the selection of a game for play, the available opponents being from a predefined list prepared by the user;

receiving information as to the on line status of the users on the predefined list of user names, and the IP address of the on line users, the on line users being available opponents;

presenting the available opponents to the user;

receiving a selected opponent, the selected opponent being selected by the user and being one of the available opponents;

transmitting a message to the selected opponent requesting play of the selected game; and

beginning play of the selected game with the selected opponent.

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Claim 2. (Currently Amended) A method performed by a computer of selecting an opponent for multimachine multiplayer computer game play comprising:

providing a list of available games;

receiving a game selection of a one of the available games;

determining a list of available game opponents, the list of available game opponents being determined by interrogating a software module, executing on the computer, in communication with a presence server, the presence server maintaining information regarding users logged onto a network and the software module maintaining, based on information provided by the presence server, information regarding specified ones of the users;

receiving an opponent selection of a one of the specified ones of the users; and

transmitting a request to play a game to the one of the specified ones of the users.

Claim 3. (Currently Amended) A method for playing a game between at least two devices comprising:

providing a game playing software from a game server;

configuring the game playing software to work with an instant messenger software;

connecting a user to at least one other player, including requesting the IP address of the other player from a presence server; and

communicating game information to the at least one other player.

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Claim 4. (Currently Amended) The method according to claim 3 wherein connecting a user to at least one other player comprises:

requesting the status of users from polling at least one presence server instant messenger to determine other possible players;

communicating a list of other possible players to a user by the game playing software;

receiving by the game playing software of a player selection by the user;

sending a solicitation to the player selected asking them to join the game; and

receiving by the game playing software of a response from the player solicited.

Claim 5. (Original) The method according to claim 3 further comprising an advertising display bar whereby advertisements are displayed.

Claim 6. (Original) The method according to claim 5 wherein the advertising process comprises a hotlink button that when pressed enables communication with an advertiser.

Claim 7. (Original) The method according to claim 5 further comprising:

communicating with an advertisement server;

reporting advertisements displayed to the advertisement server; and

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receiving by the game playing software of advertisements from the server.

Claim 8. (Original) The method according to claim 5 wherein at least one advertisement is obtained contemporaneously with the game playing software.

Claim 9. (Currently Amended) The method according to claim 3 wherein the solicitation to the player selected asking them to join the game further comprises:

asking detecting whether the player selected has the game playing software; and

providing making the game playing software available to the player selected.

Claim 10. (Cancelled)

Claim 11. (Original) The method according to claim 3 wherein game information is communicated through the Internet.

Claim 12. (Original) The method according to claim 3 wherein the game playing software is provided through at least one of the Internet, an Intranet, a parallel connection, and a serial connection, e-mail, and portable storage media.

Claim 13. (Original) A system for playing a game between at least two devices comprising:

a first user device;

a second user device;

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a game server;  
an advertising server; and  
a presence server;  
the first user device, second user device, game server,  
advertising server and presence server being linked by a remote  
communication link with the first user device and second user  
device having messaging software in communication with the  
presence server and game playing software in communication with  
the messaging software and the game playing software on the  
other user device.

Claim 14. (Original) The system of claim 13 wherein the  
game playing software monitors the sending and receiving of game  
information; and

wherein the game playing software tracks interruptions to  
the communication between the first user device and the second  
user device and generates an error message for a communication  
problem.

Claim 15. (Original) The system of claim 14 wherein the  
first user device further comprises individual games.

Claim 16. (Cancelled)

Claim 17. (Original) The system of claim 13 wherein the  
game playing software creates a selectable list of possible game  
opponents.

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Claim 18. (Currently Amended) The system of claim 13 wherein the first user device game playing software receives a selection from a user of a possible game opponent, and using information from the messaging software contacts the possible game opponent.

Claim 19. (Currently Amended) The system of claim 18 wherein the first user device asks the second user device if the second user device game playing software determines whether the possible opponent has the game playing software on the possible opponent's device;

the first user device game playing software sends the second user device possible opponents without the game playing software instructions on how to obtain the game playing software; and

the first user device game playing software sends the second user device possible opponents with the software instructions on how to join the game.

Claim 20. (Currently Amended) The system of claim 14 wherein the first user device game playing software displays advertisements during game play.

Claim 21. (Original) The system of claim 13 wherein the first user device further comprises an Internet navigator that is usable by the game playing software.

Claim 22. (Cancelled)

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Claim 23. (Original) The system of claim 13 wherein the remote communication link is the Internet.

Claim 24. (Currently Amended) The system of claim 14 wherein the game playing software:

tracks the advertisements displayed during a game;  
sends the tracking information to the advertisement server;  
receives advertisements from the advertisement server; and  
stores advertisement information to a memory or storage media.